

CRISIS SUNFORGE BATTLESUITS - T'AU EMPIRE

125 PTS

CRISIS SUNFORGE SHAS'UI

M	T	Sv	W	LD	OC
10"	5	3+	4	7+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

2x Crisis Sunforge Shas'ui - Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, Fusion blaster

1x Crisis Sunforge Shas'vre

Wargear Options:

- Each Crisis Sunforge Shas'ui can be equipped with up to 2x Marker Drone.
- Each Crisis Sunforge Shas'ui can be equipped with up to 2x Shield Drone.
- Each Crisis Sunforge Shas'vre can be equipped with up to 2x Marker Drone.
- Each Crisis Sunforge Shas'vre can be equipped with up to 2x Shield Drone.
- Each Crisis Sunforge Shas'vre can be equipped with 1x Guardian Drone.
- Each Crisis Sunforge Shas'vre can be equipped with up to 2x Missile Drone.

KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Crisis, Sunforge, Non-Kroot

FACTION KEYWORDS: T'au Empire

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion blaster MELTA 2	12"	1	4+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	5+	7	-1	2
Twin pulse carbine ASSAULT, TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	5+	5	0	1

ABILITIES

- Guardian Drone**

Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Marker Drone**

The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone**

Add 1 to the bearer's Wounds characteristic.
- Sunforge**

Each time a model in this unit makes a ranged attack that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll and you can re-roll the Damage roll.

WEAPON ABILITIES

- Assault**

Units containing one or more models with an **ASSAULT** weapon can shoot using **assault** shooting (10.05).
- Melta**

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Twin-linked**

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.